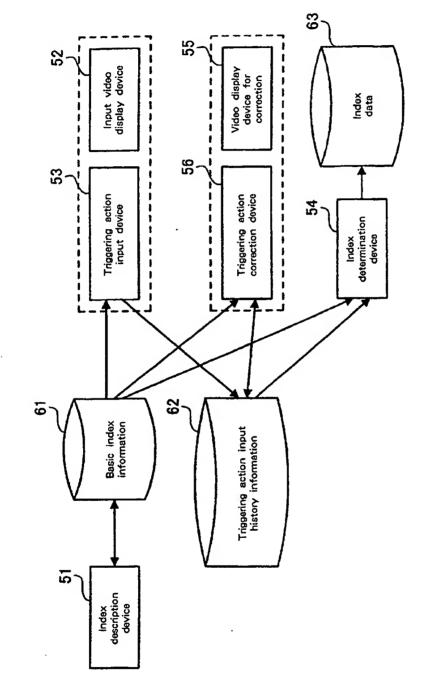
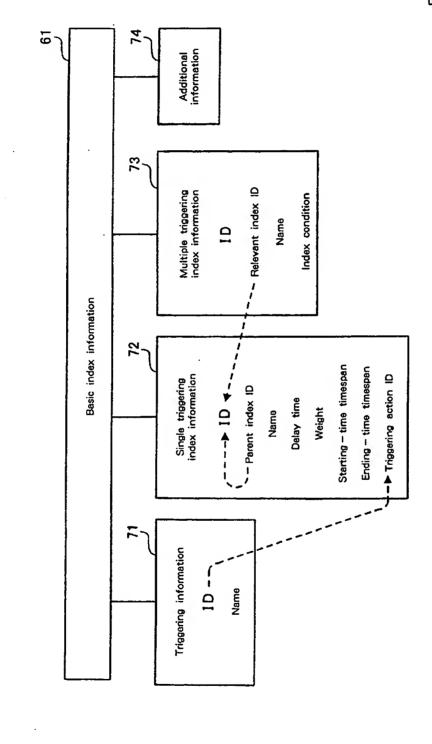


-32 131 Contents data processor Contents data CFreg CScore_1 CScore_2 Importance level calculator Index feature value DB Digest generator 35 33 = 5 User processor User profile Client



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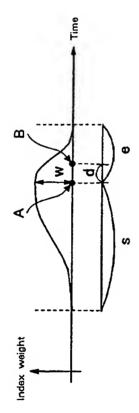
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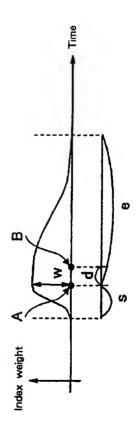
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(a) Case wherein video preceding a triggering action is regarded as important



- A: Occurrence of a triggering action B: Input by an index adding person
- d: delay times: starting time timespane: ending time timespanw: weight
- (b) Case wherein video following a triggering action is regarded as important



iggeri	Triggering information		Multiple	triggering in	Multiple triggering index information		Additional information	
10	Name	<u>-</u> -	10	ID ReferID Name	Name	Condition 73-1	1D Name 74-1	7
_	Pass	.	-	5	CornerGoal	6 (<10s) 5	TeamA	
7	ThroughPass		8	4	ThroughShoot 2 (<3s) 4	2 (<3s) 4	7 TeamB	
က	Centering							
4	Shoot							
ល	CornerKick							

Single triggering index information.

l								
۵	ID ParentID Name	Name	Weight Delay Start	Delay	Start	End	Trigger	72-1
_	1	Pass	_	0	2 s	0.5s	_	
2	_	ThroughPass	2	0	2s	0.5s	2	
က	_	Centering	7	0	2 s	0.5s	က	
4	1	Shoot	က	0	<u>s</u>	0.58	4	
ເລ	4	Goal	4	0	<u>8</u>	0.58	5	
9		CornerKick	2	0	0.5s	48	9	

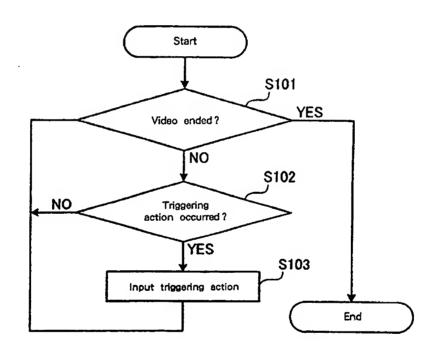


Fig. 6

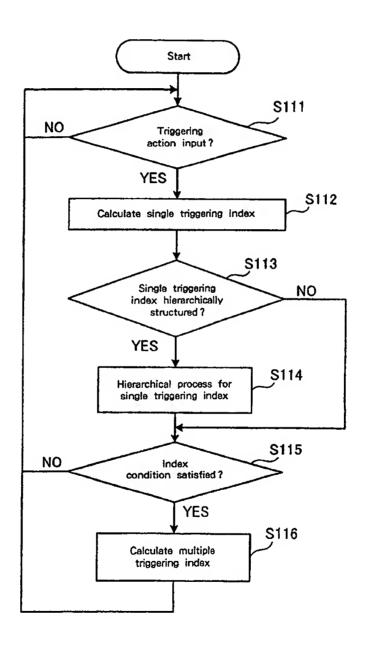
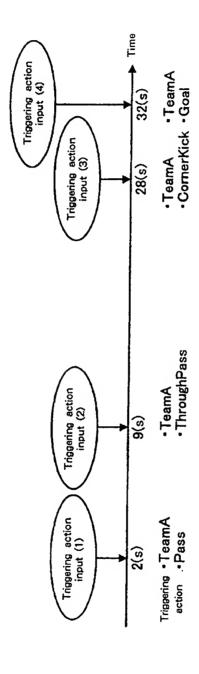


Fig. 7

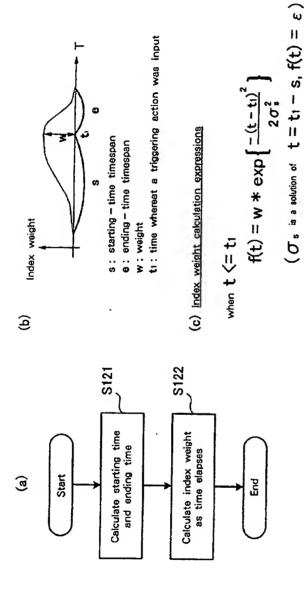


(G_e is a solution of $t = t_1 + e$, $f(t) = \varepsilon$)

 $f(t) = w * exp \left\{ \frac{-(t-t_1)^2}{2\sigma_o^2} \right\}$

when t > t1

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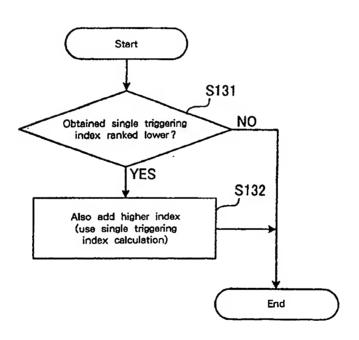
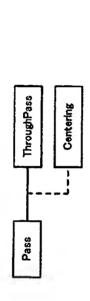


Fig. 10

(a) Index hierarchical structure



(b) Index weight

w1

StanA, ThroughPass

w2

Time

Time A TeamA, ThroughPass action

s1: starting - time timespan

e1; ending - time timespan

w1: weight

Pass action

s2: starting - time timespan

e2: ending - time timespan

w2: weight

TeamA, Pass

Fig. 11

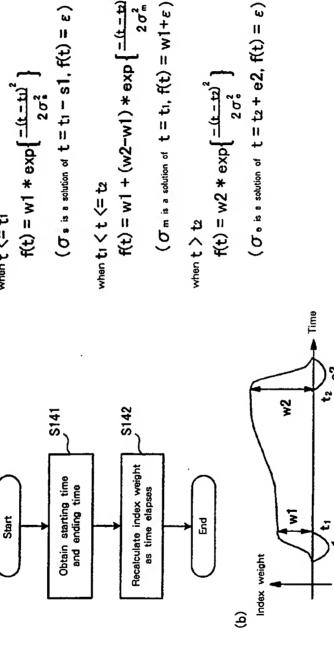
(a)

 $f(t) = w1 * exp{ -\frac{(t-t)^2}{2\sigma_s^2} }$ (c) Index weight calculation expressions when t <= t1

 $f(t) = w1 + (w2-w1) * exp \left\{ \frac{-(t-t)^2}{2\sigma_n^2} \right\}$ when **t**1 < t <= t2

 $nt > t_2$ f(t) = w2 * exp $\left\{\frac{-(t-t_2)^2}{2\sigma_s^2}\right\}$

(G_{e} is a solution of $t = t_2 + e_2$, $f(t) = \varepsilon$)



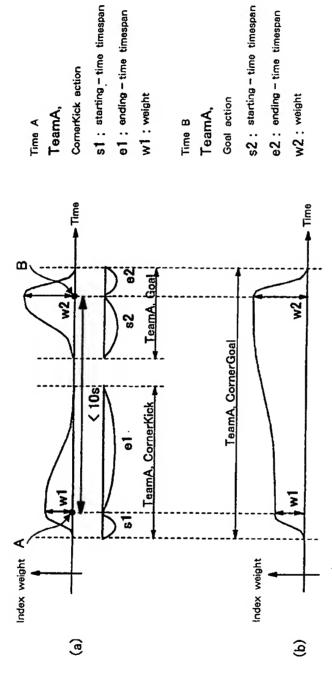
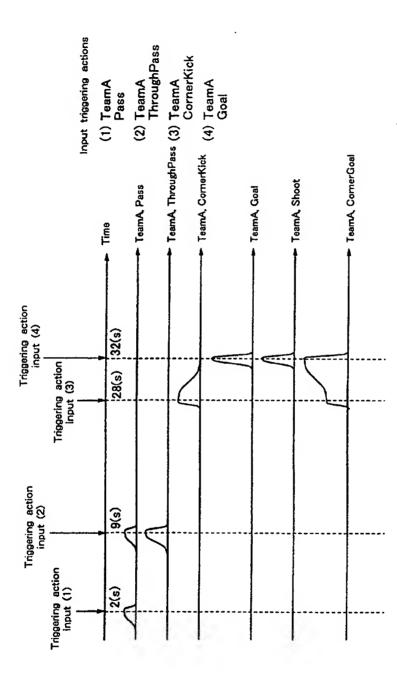
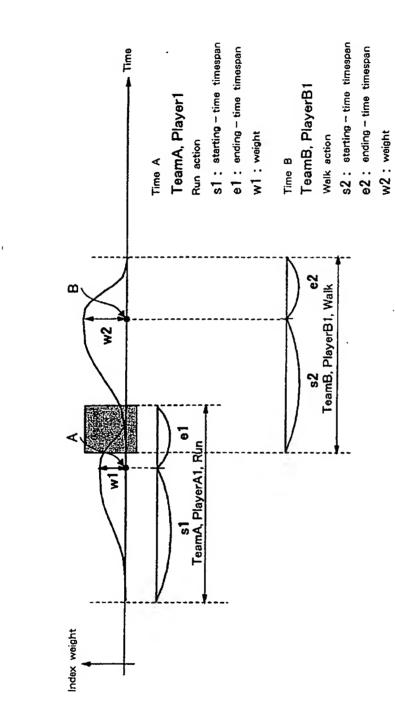


Fig. 13



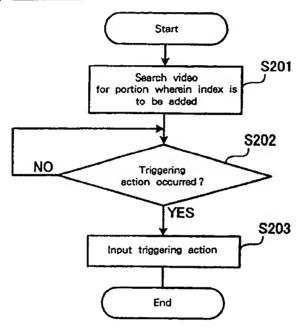
Additional information PlayerA2 PlayerA1 PlayerB1 PlayerB2 TeamA TeamB Name Name 0 က 72-2 Trigger Name Condition End Multiple triggering index information 58 **2s** 2s Start 0.5s 0.5s 0.5sName Weight Delay ID ReferID 0 Single triggering index information Walk Head Run Kick 71-2 Triggering information Parent ID Name Head Walk 쭚 Kick



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TeamA, PlayerA1, Walk TeamB, PlayerB1, Walk TeamA, PlayerA1, Run ▼ TeamA, PlayerA1, Kick → TeamB, PalyerB1, Kick ▼ TeamB, PalyerB1, Run ¶ Time TeamB PlayerB1 Run TeamA TeamB PlayerA1 PlayerB1 Run Walk TeamA PlayerA1 Walk TeamA PlayerA1 Kick TeamA PlayerA1 Run

(a) Index addition



(b) Index deletion

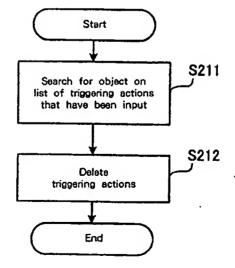


Fig. 18

Index correction

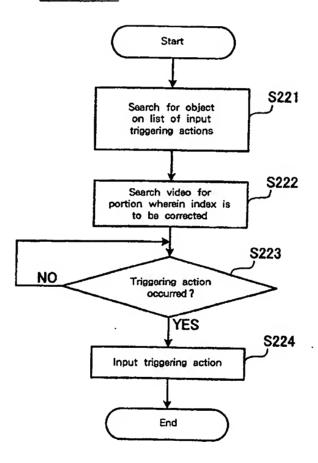


Fig. 19

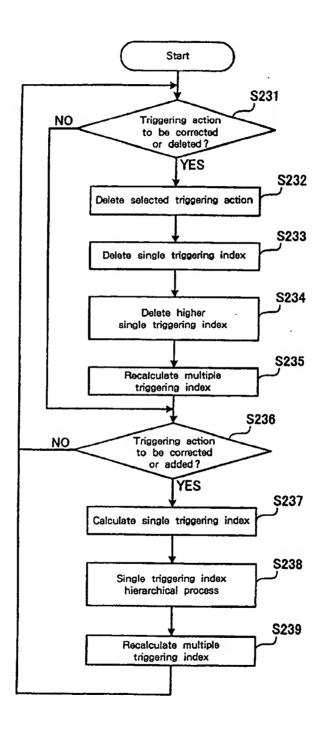


Fig. 20

2s

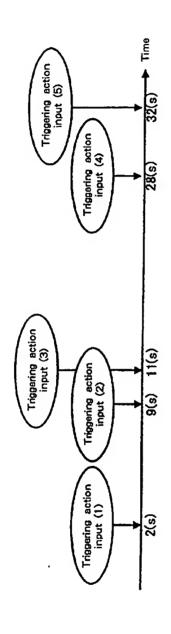
4s

0

Homerun 4

Ŋ

ID Name 1 TeamA 2 TeamB	ID Name 1 PlayerM 2 PlayerT	3 PlayerH					
23-33 23-33	74.3		ر م				
Condition 3 4 3 6			Trigger 7	_	2		4
ดูเก			End	0.5s	0.58	0.58	2
Name MFoul MHom			Start	28	2s	2s	38
Refer I D Name 4 MFoul 6 MHom		1	Delay	0	0	0	0
1D R 1 4 4		_	Weight	_	_	-	7
<u> </u>		information	Name	Strike	Ball	Swing	Foul
	Foul . Hit Homerun	Single triggering index information	Parent I D	1	•	1	_
2 - 2 6		ngle tr	0		7	က	4



Input triggering actions

(1) TeamA,PlayerM Ball (2) TeamA,PlayerM Swing

(3) TeamA,PlayerM Foul (4) TeamA,PlayerM Swing (5) TeamA,PlayerM Homerun

